1. In a server process executing at a node on a computer network and operatively coupled over the computer network to one or more client processes, selected of the client processes capable of transmitting an active stream of audio packets to the server process, each packet having a packet header including a time stamp, sequence number and source identifier associated with that packet, selected of the client processes capable of receiving data from a single source, a method for enabling audio conferencing comprising:

(a) establishing a point-to-point communication connection with selected of a plurality of the client processes;

(b) identifying at least a first of the selected client processes which is transmitting an active stream of audio packets;

(c) modifying one of the time stamp, source identifier and sequence number of the packet headers in the active stream of audio packets; and

(d) retransmitting the modified packets of the active stream of audio packets to others of the plurality of client processes.

2. The method of claim 1 further comprising:

(e) identifying at least a first of the selected client processes which is transmitting an active stream of video packets.

3. The method of claim 2 further comprising:

(f) modifying one of the time stamp, source identifier and sequence number of the packet headers in the active stream of video packets; and

(g) retransmitting the modified packets of the active stream of video packets to others of the plurality of client processes.

4. A computer program product for use with a server apparatus operatively coupled to one or more client processes over a computer network, selected of the client processes capable of transmitting a stream of audio packets to the server apparatus, each packet having a packet header including a time stamp, source identifier and

sequence number associated with the packet, the computer program product comprising a computer useable medium having embodied therein program code comprising:

(a) program code for establishing a point-to-point communication connection with a plurality of the client processes;

(b) program code for identifying at least a first of the selected client processes which is transmitting an active stream of audio packets;

(c) program code for modifying one of the time stamp, source identifier and sequence number of the packet headers in the active stream of audio packets; and

(d) program code for retransmitting the modified packets of the active stream of active packets to others of the plurality of client processes.

5. The computer program product of claim 4 further comprising:

(e) program code for identifying at least a first of the selected client processes which is transmitting an active stream of video packets.

6. The computer program product of claim 5 further comprising:

(f) program code for modifying one of the time stamp, source identifier and sequence number of the packet headers in the active stream of video packets; and

(g) program code for retransmitting the modified packets of the active stream of video packets to others of the plurality of client processes.

7. A computer data signal embodied in a carrier wave comprising:

(a) program code for establishing a point-to-point communication connection between a server process and a plurality of client processes, selected of the client processes capable of transmitting a stream of audio packets to the server apparatus, each packet having a packet header including a time stamp, source identifier and sequence number associated with the packet;

(b) program code for identifying at least a first of the selected plurality of client processes which is transmitting a stream of active audio packets;

(c) program code for modifying one of the time stamp, source identifier and sequence number of the packet headers in the active stream of audio packets; and

(d) program code for retransmitting the modified packets of the active stream of audio packets to others of the plurality of client processes.

8. The computer data signal of claim 7 further comprising:

(e) program code for identifying at least a first of the selected client processes which is transmitting an active stream of video packets.

9. The computer data signal of claim 8 further comprising:

(f) program code for modifying one of the time stamp, source identifier and sequence number of the packet headers in the active stream of video packets; and

(g) program code for retransmitting the modified packets of the active stream of video packets to others of the plurality of client processes.

10. An apparatus for use with a computer system operatively coupled over a computer network to one or more client processes, each client process capable of selectively transmitting a stream of audio packets to the computer system, each packet having a packet header including a time stamp, source identifier and sequence number associated with the packet, the apparatus comprising:

(a) program logic configured to establish a point-to-point communication connection between the computer system and selected of a plurality of client processes;

(b) program logic configured to identify at least a first of the selected plurality of client processes which is transmitting a stream of active audio packets;

(c) program logic configured to modify one of the time stamp, source identifier and sequence number of the packet headers in the active stream of audio packets; and

(d) program logic configured to retransmit the modified packets of the active stream of audio packets to others of the plurality of client processes.

11. The apparatus of claim 10 further comprising:

(e) program logic configured to identifyg at least a first of the selected client processes which is transmitting an active stream of video packets.

12. The apparatus of claim 11 further comprising:

(f) program logic configured to modify one of the time stamp, source identifier and sequence number of the packet headers in the active stream of video packets; and

(g) program logic configured to retransmit the modified packets of the active stream of video packets to others of the plurality of client processes.

13. A system for enable conferencing over a computer network comprising:

A. a plurality of client process operatively coupled to the computer network and configured to establish a point-to-point communication connection with an other process operatively coupled to the computer network, each of the plurality of client processes configured to receive at least one active stream of audio data, selected of the plurality of client processes are configured to transmit an active stream of audio data; and

B. a server process operatively coupled to the computer network and configured to identify a first of the selected plurality of client processes which is transmitting an active audio stream and to retransmit the active audio stream of the first identified client process to others of the plurality of client processes in unmixed form.

14. The system of claim 13 wherein the server process is further configured to identify a second of the selected plurality of client processes which is transmitting an active audio stream and to retransmit the active audio streams of the first and second identified client processes to others of the plurality of client processes in unmixed form.

15. The system of claim 14 wherein the a selected plurality of client processes are configured to receive the first and second active audio streams in

unmixed form from the server process and to mix the first and second active audio streams into a form suitable for presentation.

16. The system of claim 13 wherein the active audio stream comprises a plurality of data packets, each packet having a packet header including a time stamp, source identifier and sequence number associated with the packet, and wherein the server process is further configured to modify one of the time stamp, source identifier and sequence number of the packet headers in the active stream of audio packets.

17. The system of claim 16 wherein the server process is further configured to retransmit the modified packets of the active stream of audio packets to others of the plurality of client processes.

18. The system of claim 13 wherein selected of the plurality of client processes are configured to transmit an active stream of video data.

19. The system of claim 18 wherein the server process is further configured to identify a one of the selected plurality of client processes which is transmitting an active video stream and to retransmit the active video stream of the one identified client process to others of the plurality of client processes.